

title bar *n.* In a graphical user interface, a horizontal space at the top of a window that contains the name of the window. Most title bars also contain boxes or buttons for closing and resizing the window. Clicking on the title bar allows the user to move the entire window.

TLA *n.* Acronym for three-letter acronym. An ironic term, usually used in jest on the Internet in e-mail, newsgroups, and other online forums, referring to the large number of acronyms in computer terminology, particularly those consisting of three letters.

TLD *n.* See top-level domain.

TLS *n.* Acronym for Transport Layer Security. A standard protocol that is used to provide secure Web communications on the Internet or intranets. It enables clients to authenticate servers or, optionally, servers to authenticate clients. It also provides a secure channel by encrypting communications. TLS is the latest and a more secure version of the SSL protocol. *See also* authentication, communications protocol, SSL.

TMS34010 *n.* See 34010, 34020.

TN display *n.* See twisted nematic display.

TOF *n.* See top-of-file.

toggle¹ *n.* An electronic device with two states or a program option that can be turned on or off using the same action, such as a mouse click.

toggle² *vb.* To switch back and forth between two states. For example, the Num Lock key on an IBM-style keyboard toggles the numeric keypad between numbers and cursor movement.

ToggleKeys *n.* A feature of Windows 9x and Windows NT 4 that sounds high and low beeps when one of the toggle keys (Caps Lock, Num Lock, or Scroll Lock) is turned on or off. *See also* typematic. *Compare* BounceKeys, FilterKeys, MouseKeys, ShowSounds, SoundSentry, StickyKeys.

token *n.* 1. A unique structured data object or message that circulates continuously among the nodes of a token ring and describes the current state of the network. Before any node can send a message, it must first wait to control the token. *See also* token bus network, token passing, token ring network. 2. Any nonreducible textual element in data that is being parsed—for example, the use in a program of a variable name, a reserved word, or an operator. Storing tokens as short codes shortens program files and speeds execution. *See also* Basic, parse.

token bus *n.* The IEEE 802.4 specification passing networks based on a bus or tree topology. Token bus networks were designed primarily for manufacturing but the specification also corresponds to the architecture used for LANs.

token bus network *n.* A LAN (local area network) formed in a bus topology (stations connected to a shared data highway) that uses token passing as a means of regulating traffic on the line. On a token bus network, a token governing the right to transmit is passed from station to another, and each station holds the token for a brief time, during which it alone can transmit. The token is transferred in order of priority from the "upstream" station to the next "downstream" station, which might or might not be the next station in line. In essence, the token "circles" through the network in a logical ring rather than a physical one. Token bus is defined in the IEEE 802.4 standards. *See also* bus network, IEEE 802 standards, token passing, token ring network.

token passing *n.* A method of controlling network access through the use of a special signal, called a token, that determines which station is allowed to transmit. The token, which is actually a short message or a bit, is passed from station to station around the network. The station with the token can transmit information. *See also* token bus network, token ring network, token ring collision detection, contention, CSMA/CD.

token ring *n.* Spelled with lowercase *t* and *r*, the IEEE specification 802.5 for token ring networks. *See also* token ring network.

Token Ring *n.* See Token Ring network.

token ring network *n.* A LAN (local area network) formed in a ring (closed loop) topology that uses token passing as a means of regulating traffic on the line. On a token ring network, a token governing the right to transmit is passed from one station to the next in a physical ring. If a station has information to transmit, it "seizes" the token, marks it as being in use, and inserts the message. The "busy" token, plus message, is then passed around the circle, copied when it arrives at its destination, and eventually returned to the sender. The sender then removes the attached message and then passes the free token to the next station in line. Token ring networks are defined in the IEEE 802.5 standards. *See also* IEEE 802 standards, token ring network, token passing. *Compare* token bus network.